**2D Animation**

**Purpose**

The purpose of the course is to provide students with the skills and knowledge to create two-dimensional animations.

**Specific Learning Outcomes**

Students will:

1. Define the purpose and audience for an animation.

2. Discuss various types of animation.

3. Create a storyboard.

4. Choose frame rate and screen size based on use of animation.

5. Create animation objects.

6. Import object files. (Examples: graphics, sound…)

7. Morph an object through distortion or deformation.

8. Create and use a timeline.

9. Animate objects by using timeline effects, layers, or frames. 10. Incorporate interactive features to control an animation. (Examples: buttons, counters...)

11. Critique and suggest improvements for an animation, using given criteria.

12. Accept a critique of an animation and make changes based on the feedback.

This ICT course will introduce you to the creative world of early animators and current digital animation options. After completing the course, you should be able to create animations for your own use or to illustrate concepts in other subjects. You should be able to post your animations to show off your creativity and ask your classmates for suggestions to make them even better. The animations that will be created in this course can be displayed on an internet web page, blog, or PowerPoint slideshow.

The course is structured as follows:

**Module 1: Early Animation**

* An introduction to the history of animation and early animation toys.

**Module 2: Digital Artistry**

* Using storyboards to create art and characters in digital drawing programs.

**Module 3: Creating Animations**

* Using online animation programs to animate GIFs and stop-motion movies.

**Module 4: 2D Animation Final Assignments**

This course has a lot of creative freedom and the need to think "outside the box". Please use all the resources available to you.  Use the Internet...EXPLORE and DISCOVER.

This will make your final assignment more successful and meaningful.

\*\*This course is project/assignment based and submitted work is the foundation of the course mark.

\*\* This course is usually paired with Digital Pictures 25S to make a full credit.